

16 Jan 86

Notes

8601/1a

860

101

052

~~1304~~

16 Jan 86

1304

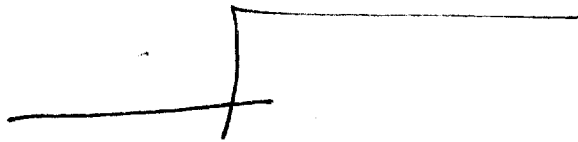
1430

Eval ~~1304~~ 2

Bill
Monitor: Fred
FT Meade, MD
16 1304 JAN 86

PI little wave
AV POW Camp

155455
171455



S2 smooth B

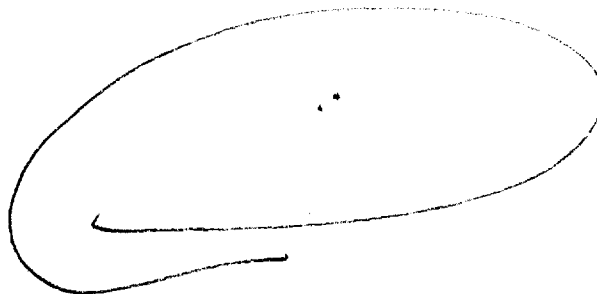
A across
blat
hard

A up down
ang
across

B structure

155455

171455



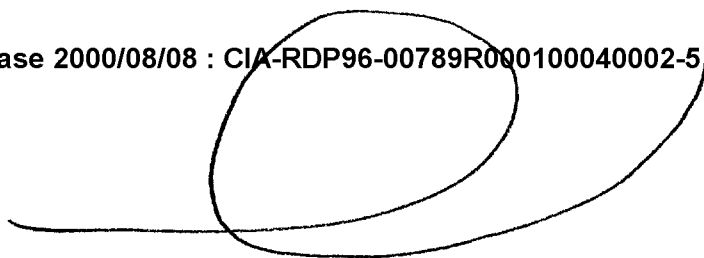
A cylinder
hard

B —

A across
plus
B water

155455

171455

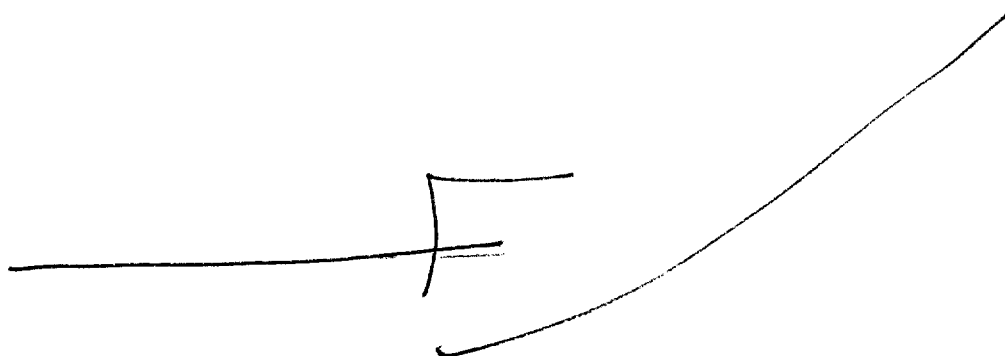


a across
curry up
curry down
across
hard

B —————

155455

171455



A across
hard
cold

B —————

A up/across
hard

a structure

A sloping up
hard

B land

Brown
gray
smooth

AOL Bush
spotted

AOL Bush
clean
clean

rough
arrow
green
rutted
clean
clean smell
unpl

AOL Bush
unplung
smell

hunny smell
white
gray
sh. lush sand
wid
dramat
open
slammy up
sunny
cold

AI Break
make me feel
uncomfortable.
Not quite right

52
heavy
high
hard
large
granular

AT Break
I'm impressed.
but a little
solemn, awed.

high
wide
enclosed
smooth

AT Break
windows

structured S- 4
Built S- 4
triangular

Break

plum
plumety
plunging
soft
quiet
clear

AT Break

AT Break
Cancelled

large
lofty
stretching
Total

wide
around
open
sloping up

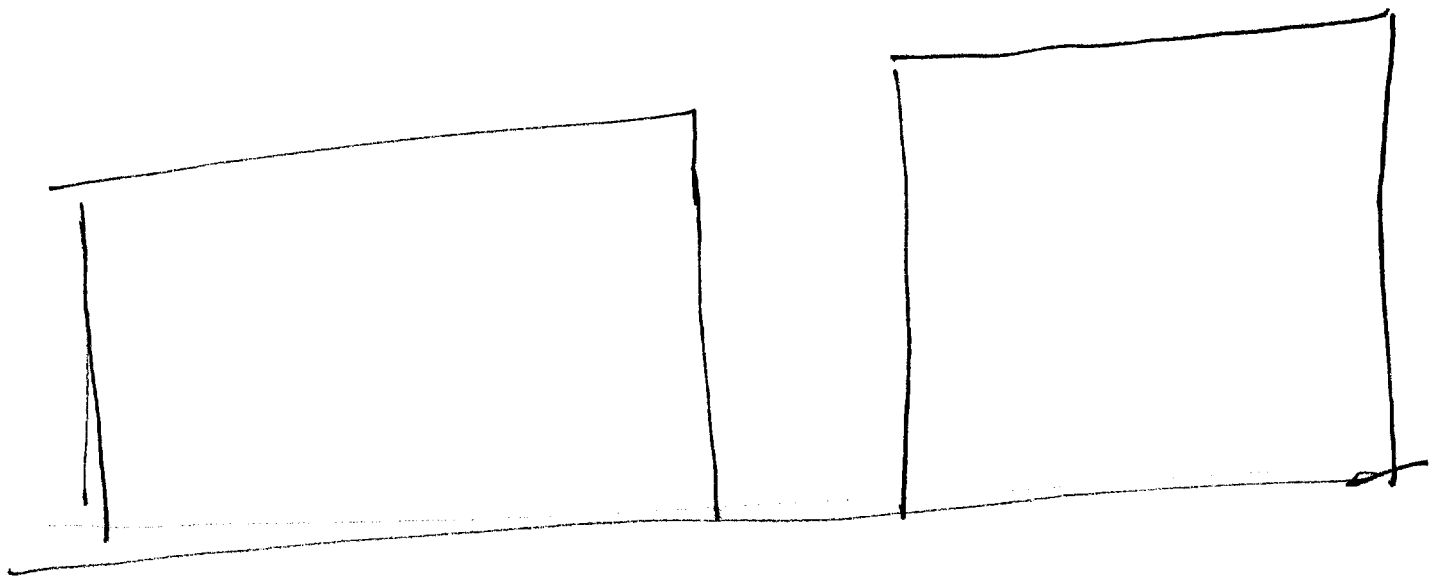
heavy
high
large

granite

high
insolvent
wide

smooth

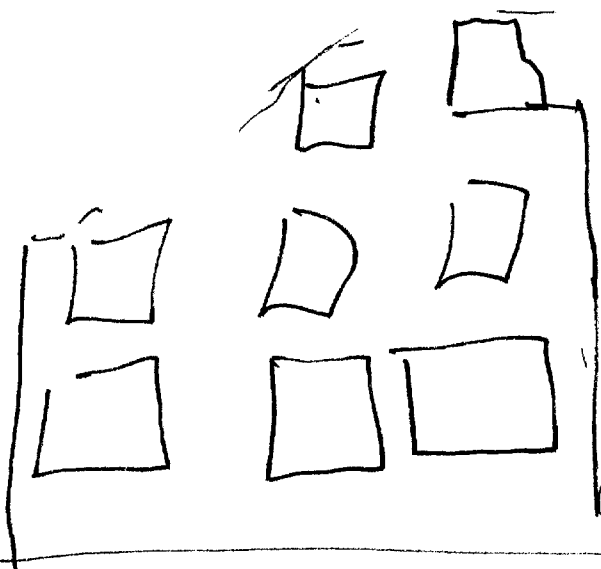
SK



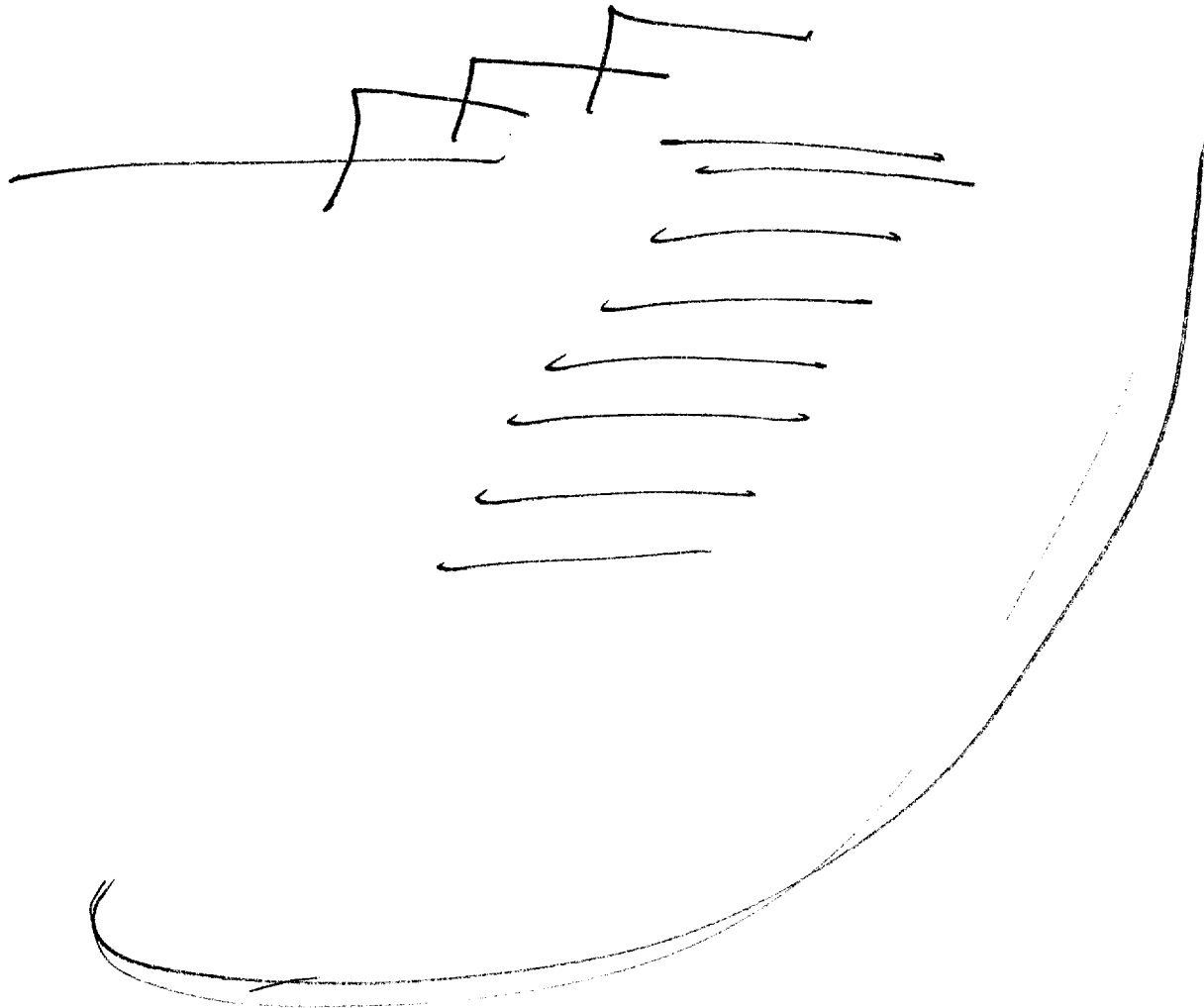
AOL SK

AOL
SK

AOL 3rd
Berlin 1945



155 4 55
171 455



A across
flat,
hard
men made
B structure

A up / across
up / across
up / across
hard
smooth
B structure

A down
ACROSS
RUNNING ALONE
HARD
MAN MADE
B structure

A curving around
hard
man made
B structure

S 2
white
gray
lavish
loom
rough
textured
pitted
used S-4
enough S-4
CLOSED S-4
HEAVY
TIERED
STRUCTURES S-4

DI Break
omniscient
feeling
waiting for
the other shoe to drop.

CRY
HEAVY
THICK
CONGEALING
LASTING

HEAVY

HEAVY

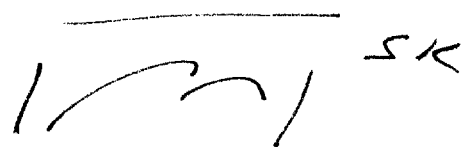
LASTING

AI BREAK
FEEL ATTRACTED,
FEEL AFRAID

BUILDING

COMPOUND

FACING



#.

MIRAGE

LONG
NARROW
LOW

OPEN
ENCLOSED

DESIGNED
PURPOSE

PEOPLE

AI Break

Don't
feel sit
feel uncomfortable
very a game.

52

Adl AKS

QUIET
SOMBER
WAITING
EXPECTING
LOOKING
HOPING
RESTIVE

COMMON BOND
LINKED

TENACIOUS

BLUE

COOL

SIMILARITY

DUNGEON-
LIKE
QUALITY

SET UP

TOWERS
PITS



ELECTRO MAGNETIC

SK

SK



EAR MARKED
CONTROLLED

SHADOWY

closed
 SEPTIC

AI Break
 & feel lines

INTERLOCKING

(V cell 4)

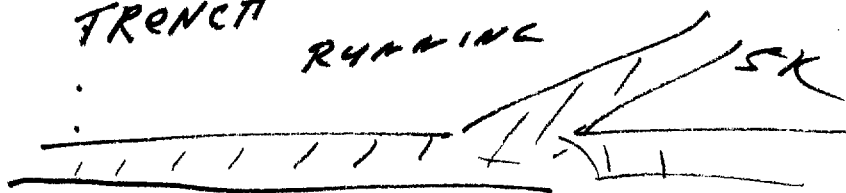
TRAYMA

VERY LOW

VERY LOW

TRENCH

RUNNING



COLLECTED
 HURRIED

MEASURED

FROST

AOL Peak
 FRONT

AI Break
 This is a very
 strong plan

AOL Break
 Blue people

PI
 Telling
 should

52

ASL

13,
 AGP

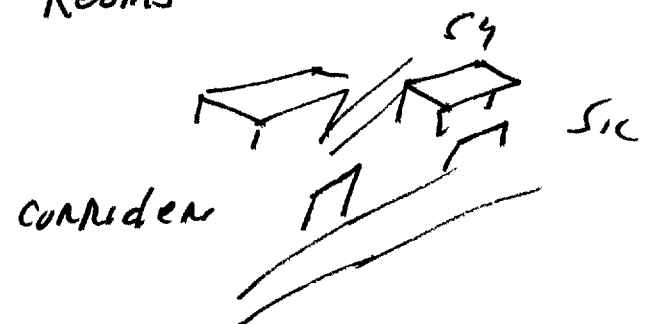
BUILDING

MULTI-STORIED
LARGE
OPEN

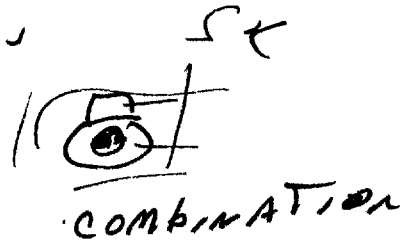
RE-ORIENTED
PURPOSE
SCIENTIFIC FEELING

SENSE
OF
ENERGY

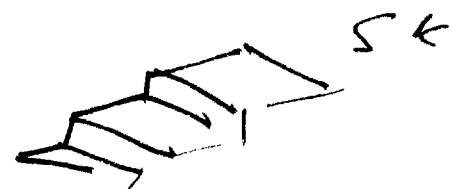
ROOMS



LOCKS



ATTIC STAIRS



OPEN

Ascending

CROSS

52

CONTROLLED

CONTROLLED

HAVEN
WAITING
FORMULATING

STRANGER LIGHT

AO L Break
underground
facility

TINTED

EQUIPMENT
STORAGE

MAZE
LIKE

Heavy

Heavy

TRUNCATED

BREAK

AOL

15

SHADOWY

PRIOR EMANATIONS

FIGHT

IMMATERIAL

TRANSLUCENT

LARGE

OMINIONS

COOL

ENCLOSED

FLICKERING

DUCKY

DARK

DEER

e

AOL GREEN
DEAD

There are two different types of structures at the site. One may best be described as a building; interconnected, interrelated and perhaps with a series type quality.

The second type of structure is lower, also probably in a series of some sort and reminds me of a trench.

Site has a very closed feeling, a dungeonlike quality. People are quiet, somber waiting. This is not your fun type place.

Here Trauma is a tough thing. Mirage and Shadowing are terms that seem to apply. To me, Site has a surrealist quality. Like a tortured painting of Dante's inferno.

ENDS

1430 HR

CLOSED

17.

OBJECTS

EMANATIONS ?

WALLS

CELLING

TUNNELS

LINES

LAB, BRITH

CLOSED

ATTRIBUTES

EMANATIONS ?

DARK

FOR BODINE

CLOSED

ATTRIBUTES

EMANATIONS ?

TIME

PURPOSE

COLLECTED

CONTROLLED

LOCKED

LEFT

LINKED

CLOSED

18

SUBJECTS

P

EMANATIONS.

AT Break
depressed

CLOSED
SUBJECTS ?
EMANATIONS.

Death

CLOSED
TOPICS
EMANATIONS?
divided
segregated
STOP
CENSOR